COSMERE®
ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Leader (Politico)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
2	13	1

HEALTH MAXIMUM	CURRENT	DEFLECT
12		2

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
2	15	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
1	14	3

INVESTITURE MAXIMUM	CURRENT

1	AGILITY (SPD)	○○○○○
2	ATHLETICS (STR)	○○○○○
3	HEAVY WEAPONRY (STR)	●○○○○
1	LIGHT WEAPONRY (SPD)	○○○○○
1	STEALTH (SPD)	○○○○○
1	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

2	CRAFTING (INT)	○○○○○
2	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
2	LORE (INT)	●○○○○
2	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

3	DECEPTION (PRE)	○○○○○
1	INSIGHT (AWA)	○○○○○
5	LEADERSHIP (PRE)	●●○○○
1	PERCEPTION (AWA)	○○○○○
5	PERSUASION (PRE)	●●○○○
1	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	25 ft.	1d8	10 ft.

CONDITIONS & INJURIES

EXPERTISES

[Cultural] Veden, Military Life: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Armor] Chain: You can benefit from this armor's expert traits (included).
[Weapon] Longsword: You can benefit from this weapon's expert traits (included).

WEAPONS

Longsword - Melee
+3 vs. Physical (1d8 + 3 keen damage)
◆ *Quickdraw: Draw this weapon as ▹*

Shield - Melee
+3 vs. Physical (1d4 + 3 impact damage)
◆ *Defensive: Brace without cover*

TALENTS

DECISIVE COMMAND (▸)
You have a command die (1d4). Spend 1 focus and choose an ally you can influence within 20 ft. The next time they make a test before the end of their next turn, they can roll your command die along with the other dice for that test, adding the command die result to any die roll (other than the plot die).

THROUGH THE FRAY (▸)
Choose an ally you can influence within 20 feet. Before the end of your turn, they can Disengage or Gain Advantage as ⮌.

STORMLIGHT™ CAMPAIGN SETTING

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CHARACTER APPEARANCE

OTHER TALENTS & ABILITIES

ARMOR & EQUIPMENT

Veden Officer Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*
Chain armor (Deflect 2)

Longsword
Shield

Military Kit
- Backpack
- Common clothes
- Waterskin
- Whetstone
- Blanket
- 10 days' worth of food rations
- Flint and steel: ► *to light substantial fuel within reach.*

MARKS 11

PURPOSE

OBSTACLE

GOALS

_____ ○○○
_____ ○○○
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NOTES

Veden sergeants value synergy over brute force, and they use it to devastating effect in the service of their highprinces. They are famous for their expertly coordinated armies of raiders. Even in the grimmest of battles, Veden sergeants trust in the compliance of their troops, enabling them to execute challenging assaults and win the day.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Heavy Weaponry and 1 rank in Discipline (increasing the modifiers by 1)
- The Customary Garb talent

CONNECTIONS